



Tourney Pack

PRIZES AND INSTRUCTIONS
FOR RACER KNIGHTS
ORGANIZED PLAY

RETAILER:
USE THIS TO
ORGANIZE YOUR FIRST
IN-STORE EVENT!

Not for Individual Resale
Tourney Pack #1 (WW22003)

Welcome to the Lists

Racer Knights is the fast and fun game of fantasy jousting and racing in which players compete to build the best Racer from a wide assortment of customizable parts. Racers face off in the jousting arena and earn Glory. As Lord Falconus says, "Speed and Valor Bring Victory!"

Simple jousts are fun, but a full-on tourney—in which players face each other in several successive jousts—really brings Racer Knights to life. This kit gives you everything you need to organize your first Racer Knight tourney, along with plenty of tips for running more of them.

NUMBER OF PLAYERS

This kit provides prizes for a tourney of 6 to 16 players and is ideal for 8 players. If you want to plan a larger tourney, just get additional tourney kits. (One is included in every display box of Racer Knights of Falconus.) If you want to provide your own prizes (or just compete for the Glory), you can use the tourney guidelines here for larger events without multiple kits.

COMPONENTS

The tourney kit includes the following:

- **1 Plastic Punch-Out Card with the Over-Cannon & Overlord Tires Mods:** The prize for the tourney winner, this card includes two rare mods for Racers left over by the mysterious Overlords. They are powerful upgrades and can work with any Racer, even those using the "perfect Racer" rules for single-species Racers.

- **8 Lord Falconus Knight Cards:** These cards are awarded to the top 8 finishers in the tourney. Players can now have Lord Falconus himself (the founder of the academy and a veteran Knight) pilot their Racers.

- **1 Rules and Record Sheet:** This document. The flip side has a tourney record sheet for tracking Glory and other items during the tourney.

Tourney Rules

All Racer Knights tourneys use the official rules from the most recent Racer Knights set, the most recent frequently asked questions document, and the rules on this sheet. Please check the Racer Knights website for rules updates and clarifications.

ELIGIBILITY

Any player is eligible to play in a Racer Knights tournament except

for the tournament organizer of record and the head judge (if any). Some of the players will inevitably be minors by law, and the tournament organizer should seek parental consent for them to participate.

Anyone may organize a tourney using this kit. To be officially sanctioned, the organizer should register his tourney on the Racer Knights website (in The Lists).

REQUIRED MATERIALS

All players are responsible for bringing the following materials to Racer Knights events:

- a legal Racer Knights Racer (must have a chassis, engine, tires, weapon, and a Knight; may have shields)
- the stat strips for all parts of said Racer
- waypoints numbered 1-5 with blockers
- 2 six-sided dice
- at least one Racer Knights card for measurement

Judges or organizers should have the following:

- a timer
- a blank tourney record sheet (reverse side of this rules sheet)
- one number 6 waypoint with blocker (for the final table)
- a copy of the latest Racer Knights rules for play
- a copy of the tournament rules (this sheet)

TOURNEY STRUCTURE

A Racer Knights tourney consists of at least three sets of jousts: two or more sets of preliminary jousts and a final joust. All participants partake in the preliminary jousts, while the top five finishers after the preliminaries advance to the final joust. The winner of the final joust is the tourney winner.

FEES

Tournament organizers can (at their discretion) charge a standard admission fee in order to cover costs. This fee should be reasonable and do nothing more than cover the necessary costs for space, prizes, and promotion.

TIME LIMITS

Each joust in the tournament has a time limit. The minimum time limit used in Racer Knights rounds is 45 minutes and the judge must announce the time limit before play begins. All preliminary jousts in a tourney must have the same time limit, but the final joust may have a longer limit at the judge's discretion. This too must be announced before play begins.

Time limits exist to make the tourney easy to run and fair to play. Judges are free to warn players who take longer than two minutes to make take their action or who otherwise delay to take advantage of the limit.

SEATING & WAYPOINTS

For each set of preliminary jousts, the judge divides players into a number of tables based on the total number of participating players (see table below). The judge must group players randomly and impartially, using an impartial randomizing method, such as a shuffled set of index cards (each with a player's name on it) or any of several computerized programs available.

When a tourney features multiple preliminary tables, all tables should have the same number of waypoints on them. Use the table below to determine the number of waypoint in play per table. Place waypoints as in a standard Racer Knights game until all players have placed one waypoint; if waypoints remain, the first player gets to place a second waypoint, then the second does, and so on until all waypoints are placed.

The final round always has 6 waypoints (standard for a 5-player joust).

DIVISION OF TABLES

Total Players	Prelim Tables	Prelim Waypoints
2-5	1 with all players	3-6 (# of players +1)
6	2 x three-player	4
7	1 x three-player, 1 x four-player	5
8	2 x four-player	5
9	3 x three-player	4
10	2 x three-player, 1 x four player	5
11	2 x four-player, 1 x three-player	5
12	3 x four-player	5
13	3 x three-player, 1 x four-player	5
14	2 x four-player, 2 x three-player	5
15	3 x four-player, 1 x three-player	5
16	4 x four-player	5

BETWEEN JOUSTS

All Racers start each joust fully restored to their starting condition, including Valor. Players may not however, modify their Racers (or change Knights) between jousts.

SCORING THE PRELIMINARY JOUSTS

Once all preliminary jousts are complete, total every player's Glory earned. The top five total Glory earners advance to the final.

In the case of ties, total the concerned players' unspent Valor over all preliminary jousts. The player with the most total unspent Valor wins. If a tie persists (both parties have the same unspent Valor total), resolve it using any fair random method (e.g., a coin toss or a die roll).

Example: Tim and Greg are playing in a Racer Knights tourney. Tim's Racer gives him 4 Valor to start and Greg's gives him 5 Valor. Both play in two preliminary jousts. In the first joust, Tim earns 6 Glory and spends 2 Valor (so has 2 unspent for the joust), while Greg earns 3 Glory and spends 4 Valor (so has 1 unspent for the joust). Before the second joust begins, all Racers and Valor are restored. In the second set of jousts, Tim earns 2 Glory and spends 1 Valor (so has 3 unspent for the joust), while Greg earns 5 Glory and spends all 5 of his Valor (so has none unspent for the joust). At the end of the preliminaries, Tim has (6 + 2 =) 8 total Glory and Greg has (3 + 5 =) 8 total Glory as well; it's a tie! But Tim has (2 + 3 =) 5 total unspent Valor, while Greg only has (1 + 0 =) 1 unspent Valor. That breaks the tie, and Tim advances to the final.

SCORING THE FINAL

Score the final using the standard Racer Knights rules. Victory in the final joust is determined by Glory earned during that joust only. (It is not added to Glory earned in the preliminaries.) The player who earns the most Glory in the final joust wins that joust and the whole tourney. The player with the next most Glory earned in the final is the tourney's runner-up and so forth. In the event of a tie, the players' rankings at the end of the preliminary rounds acts as the tiebreaker.

THE TOURNEY RECORD SHEET

The record sheet (reverse side of these rules) should be used to record players' names, their Glory per joust and their unspent Valor per joust.

PRIZES

The prizes included in the Tourney kit should be awarded as follows:

- The top 8 finishers after all preliminary rounds (or all participants depending on availability) receive the Lord Falconus Knight card.
- The winner of the tourney receives the plastic mod card with the Over-Cannon and Overlord Tires

Any additional prizes the judge chooses to provide can be distributed however he or she sees fit.

PROMOTING YOUR TOURNEY

The more players you can attract to play at your tourney, the more successful your event will be. To get players

interested and excited, make sure to do everything you can to promote the tournament. Post signs and sign-up sheets for the tourney in the shop where you purchased Racer Knights or at your school or community center. (Make sure to obtain permission first.) Most hobby shops have bulletin boards just for this purpose, and you can also ask the shop manager to put up a sign right next to where he or she is displaying Racer Knights.

www.RacerKnights.com

The Racer Knights website—<http://www.rackerknights.com/>—is your best place to go for additional information on the game and help promoting a tourney. You can sign up for the Racer Knights email list and register yourself as a tourney organizer.

If you work at a hobby store, make sure to register your store as an official Racer Knights outlet, so players can find you when they want more Racer Knights cards. Arthaus Publishing will also send you additional promotional items.

THE TOURNEY LISTS

One of the key features of RacerKnights.com is the official Racer Knights Tourney Lists. The Lists are a posting of all tourneys and leagues, and the official Racer Knights organized play circuit. By adding your tourney to The Lists, you become a stop on that circuit and invite players from your area to compete. The Lists are constantly being updated and upcoming tourneys are promoted not only on the website, but in email updates and various gaming magazines.

POSTERS AND

OTHER RESOURCES

A variety of free items are available to help you promote your tourney. These include window clings, stickers, insignia patches, and posters. These items are available through hobby distribution channels (so your hobby shop can order them for you), but you can also ask for them directly from Racer Knights headquarters (either by going to the website or using the contact information below). Use these items to get players excited and you'll have a great tourney!

CONTACT INFORMATION

For more information and help with Racer Knights events, contact: orgplay@rackerknights.com
Racer Knights Organized Play
Arthaus Publishing
1554 Litton Drive
Stone Mountain, GA 30083
www.RacerKnights.com



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Tourney Record Sheet

Date:	
Venue:	
Organizer:	
Head Judge:	

#	Name	Preliminary Jousts 1			Preliminary Jousts 2			Preliminary Results			Final		Notes		
		Starting Time:		Table	Unspent Glory	Valor	Starting Time:		Table	Unspent Glory	Valor	Starting Time:		Glory	Final Rank
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
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